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XBOX

TEEN
T
CONTENT RATED BY ESRB

EA GAMES

MGM INTERACTIVE

ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting further from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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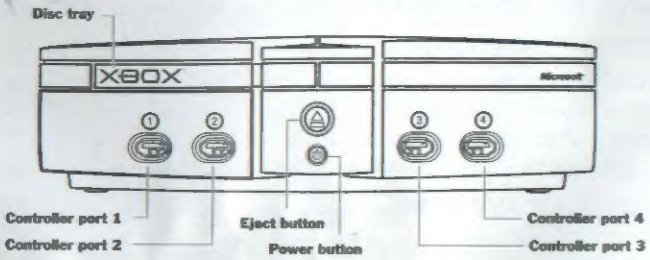
USING THE XBOX VIDEO GAME SYSTEM



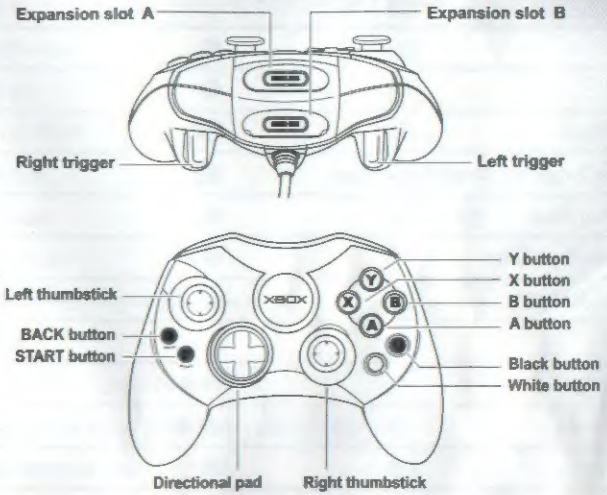
1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *James Bond 007™: Everything or Nothing™* disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *James Bond 007: Everything or Nothing*.

AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

TO AVOID DAMAGE TO DISCS OR THE DISC DRIVE:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

USING THE XBOX CONTROLLER



1. Connect the Xbox Controller into any controller port on the front of the Xbox console. For multiple players, insert additional controllers.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *James Bond 007: Everything or Nothing*.

COMPLETE CONTROLS

GAME CONTROLS

Move	L
Action	A
Fire Weapon	R
Lock On Target/Next Target/Sniper Scope	L
Look/Aim Adjust	R
Inventory/Bond Sense	L ↔
Punch Left/Right	Y/X
Dive	B
Next Gadget	L ↑
Next Weapon	L ↓
Wall Cover	L
Crouch	○
Sniper Zoom (When Looking Through Sniper Scope)	L ↕
Turn Around (While Rappelling)	L
Pause Game	▷
Activate Thermovision	◁

DRIVING CONTROLS

Forward	R
Brake/Reverse	L
Handbrake	B
Steer Left/Right	L ↔
Fire Weapon	A
Next Weapon	L ↔ or L
Activate Gadget	X
Enter/Exit Vehicle (Only in Designated Areas)	Y
Look Back	R ↓
Move Bond (When Outside Vehicle)	L
Context-Sensitive Action Button (When Outside Vehicle)	Y
Altitude (Helicopter Only)	L ↕
Burnout (Motorcycle Only)	R + B
Wheelie (Motorcycle Only)	R + L ↓
180-Degree Spin (Rail Mission only)	B
Center Turret (Non-Rail Tank Only)	R (click)
Raise/Lower Cannon (Tank Only)	R ↕
Rotate Cannon (Tank Only)	R ↔
Self Destruct (RC Car Only)	X
Change Camera	L ↑
Toggle HUD Map	○
Pause Game	▷

INTRODUCTION

PROLOGUE

Greetings, 007. We have a new mission for you that is of the greatest importance.

The recent theft of Oxford University's highly classified prototype nano-robot project—and disappearance of its overseer, Dr. Katya Nadanova—has caused chaos in the global intelligence community. This nanobot project was a humanitarian effort intended to facilitate the remote inspection and repair of hazardous nuclear containment facilities. However, in the wrong hands, this technology could be used for entirely more sinister purposes.

This is where you come in, Bond. We've already identified the rogue political faction responsible for the theft and tracked them to a secret facility in Egypt's Sahara Desert. Your mission, 007, is to destroy both the hardware and the facility. The fate of the world may very well rest once again on your success.

Good luck, 007.

CAST

PIERCE BROSNAN AS... JAMES BOND

The world's greatest secret agent, James Bond is an excellent marksman, an exceptional driver, and a consummate gentleman. 007 can be your greatest ally or your most dangerous foe.

WILLEM DAFOE AS... NIKOLAI DIAVOLO

Diavolo is more than merely a former KGB officer disillusioned by the Westernization of his homeland. The prodigy of 007's nemesis Max Zorin, Diavolo was groomed to carry Zorin's plans to their natural conclusion—namely, world domination.

SHANNON ELIZABETH AS... SERENA ST. GERMAINE

This American geologist possesses both brains and beauty. Her knowledge of the villages of South America proves to be an asset to 007, and her expert ability as a helicopter pilot may come in handy at the opportune time.

HEIDI KLUM AS... DR. KATYA NADANOVA

A brilliant scientist, Nadanova has exceptional credentials for the overseer of Oxford University's top secret nanotech project. Her intelligence is only matched by her beauty. After she is kidnapped Bond is assigned to rescue her and the stolen nanotech she helped create, but Dr. Nadanova may have some surprises in store for 007...

MYA AS... AGENT MYA STARLING

An NSA agent operating undercover as a nightclub chanteuse, Starling's home base is in Louisiana and her mission is to investigate Diavolo's activities in New Orleans. Her impeccable intel, not to mention her many other talents, are of great use to 007.

RICHARD KIEL AS... JAWS

The long standing rivalry continues between Bond and his nemesis, Jaws. A formidable hitman, Jaws is eager to cross paths with 007 once again and finally defeat his arch enemy.

JOHN CLEESE AS... Q

The MI6 quartermaster, Q is in charge of creating and distributing all the weapons, vehicles, and gadgets assigned to 00 agents. A skilled inventor of covert equipment, Q is often irritated with 007's lack of respect for his creations.

JUDI DENCH AS... M

As the head of MI6, M is responsible for all operations and agents. As Bond's boss, she is a consummate taskmaster who often dispenses crucial information and advice.

MISAKI ITO AS... MS. NAGAI

Ms. Nagai's skills with weaponry and technology make her highly qualified in her role as Q's assistant in the Q-Lab. Her expert knowledge of nanotechnology will be indispensable to Bond on this mission.

LOCALES

EGYPT

James Bond 007: Everything or Nothing opens with a mission deep within the Sahara Desert. After sabotaging a secret facility, Bond uses his daring to board a train careening through the archeological wonders of the expansive Egyptian desert.

PERU

In the town of Puerto Viejo, an American geologist's research on platinum reserves becomes a vital clue for Bond. After joining forces with 007, the two infiltrate a luxurious private estate on the outskirts of the Peruvian village.

NEW ORLEANS

In partnership with Mya Starling, an NSA operative, Bond gets to the bottom of his mission's Louisiana connection. While there, he pays a visit to a sultry nightclub and an antiquated Creole plantation.

MOSCOW

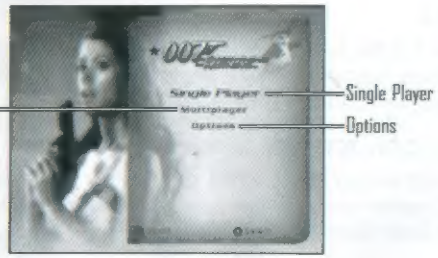
In the Russian capital of Moscow, *James Bond 007: Everything or Nothing* comes to its dramatic finale. Bond must act quickly to prevent Diavolo from turning Moscow's Red Square into the testing grounds for his new world order.

SETTING UP THE GAME

Let's go over the basics, 007.

MAIN MENU

Start a new game, engage in multiplayer battles, or adjust options.



SINGLE PLAYER	Begin a new adventure as 007.
MULTIPLAYER	Compete with friends to see who is the top agent (➤ p. 22).
OPTIONS	Adjust audio and gameplay settings.

To start a new game:

1. Select SINGLE PLAYER in the Main menu and press Ⓐ. The Select Game Type screen appears.
2. Select **NEW GAME** or LOAD GAME and press Ⓐ. The Mission Select screen appears.
3. Choose a mission and press Ⓐ. The Difficulty screen appears.
4. Select a difficulty rating—OPERATIVE, **AGENT**, or 00 AGENT—and press Ⓐ. Gameplay begins.

NOTE: Levels are completed sequentially. To unlock a new level, complete the previous level.

➤ For more information on saving and loading, ➤ p. 25.

OPTIONS

Adjust volume and gameplay settings from the Options menu.

NOTE: Default settings in this manual appear in **bold** type.

➤ To access the Options menu, select OPTIONS in the Main menu and press Ⓐ.

VIBRATION	Turn **ON** or OFF the vibration function.
SUBTITLES	Turn ON or **OFF** the subtitling feature.
AUDIO SETTINGS	Adjust the volume of the in-game music, effects, and dialog.
BRIGHTNESS ADJUST	Adjust the brightness of your game display.
RESTORE DEFAULTS	Restore your game to the original settings.
CREDITS	View the game credits.

BOND IN ACTION

Saving the world requires a thorough understanding of everything that's happening around you. Pay attention, 007.

BASIC MOVES

A stealthy entrance, a quick attack, and accurate aim are hallmarks of a 00 agent.

TARGETING

Defeat an enemy with a well-placed shot.

AUTO-AIM

Pick off your enemies with a quick shot.

➡ To lock onto a target, pull and hold L. You see the target indicator. Pull R to fire.

TIP: Fire in short bursts for better accuracy.

MANUAL AIM

Use your manual aim when you need an accurate shot at an enemy.

TO USE YOUR MANUAL AIM:

1. Pull and hold L. Your manual aim target appears.

➡ To adjust the target location, move R.

2. Pull R to fire your weapon.

TIP: You can change targets by moving the manual aim crosshairs in the direction of the target you want to select.

STEALTH MOVES

Sometimes a stealthy entrance is preferable over a fire fight.

CROUCH

Crouching behind crates, furniture, or other items in your environment is an excellent way to remain undetected.

➡ To crouch, press ○.

➡ To move while crouching, move L.

➡ To stand up, press ○ again.

TIP: Crouching behind objects in your environment can help you avoid being hit during a fire fight. You can shoot over cover while crouching.

WALL HUG

To avoid detection, sometimes it is best to closely strafe a wall instead of walking out in the open.

➡ To wall hug, approach a wall and press ●.

➡ To strafe, move L ↔ while in a wall hug.

➡ To disengage from a wall hug, press ●.

➡ To shoot from a corner, lock onto your target by pulling and holding L, and fire by pulling R.

TIP: Engaging in a wall hug and then peering around corners is an excellent way of determining if there are enemies in the vicinity while still remaining undetected.

HAND-TO-HAND COMBAT

Sometimes the best weapon for the job is your own hands.

- To engage in hand-to-hand combat, press Y and/or X.
- To throw an opponent, press Y and X at the same time.
- To counter an enemy hand-to-hand attack, press Y and A at the same time just before he attacks.

TIP: To subdue an enemy with stealth, sneak up on him and use a hand attack from behind.

- When you successfully subdue three enemies by hand within a certain period of time you enter Power Mode. In Power Mode you inflict more damage on your enemies and take less damage inflicted by enemies.

BOND SENSE

Use Bond Sense to take a quick reading of your surroundings and obtain useful information about objects in the world around you.

- To enter Bond Sense, press ● ←. The action around you slows and your inventory list appears.

To obtain information about objects in your vicinity using Bond Sense:

1. While using Bond Sense, move R to move the camera view.
2. When the interest indicator appears, pull and hold R.
3. Release R to return to a normal view.

If you want to lock on to an object of interest:

1. While using Bond Sense, move R to move the camera view.
2. When the interest indicator appears, pull and hold L.

NOTE: Locking on an object brings you out of Bond Sense.

3. Pull R to shoot the object.

TIP: Look for barrels or other explosive objects and use them against your enemies!

GAMEPLAY SCREEN

HEALTH METER	At full health, the meter appears as a green bar. As injuries occur, the bar depletes. When the bar is completely dark, you fail your mission.
POWER METER	Indicates how much energy you have left for gadgets that use power.
WEAPON ENABLED	Indicates which weapon or gadget you have enabled.
AMMUNITION	Indicates amount of ammunition remaining (if applicable).

RESULTS SCREEN

Determine your mission's success from the Results Screen.

- You receive points for accomplishing your mission in a fashion that befits your title as the world's greatest super agent.

BOND MOMENTS	Each mission has opportunities for you to use your unique style of problem solving. How many did you attain?
ENEMIES SUBDUED	Number of enemies subdued.
WEAPON ACCURACY	Number of shots that hit their target.
WEAPON EFFICIENCY	Number of rounds used versus how many enemies you dispatched.
MISSION DURATION	Notes how close you were to reaching the mission's optimal target time.
DIFFICULTY MODIFIER	Score multiplier for playing at a higher difficulty level.

TIP: You can increase your Weapon Efficiency score by using hand-to-hand combat.

BOND EQUIPPED

Q has customized quite an assortment of weapons, gadgets, and vehicles to ensure your success in your mission. Get to know them well.

RAPPEL

This wall-climbing gadget comes in handy when a swift exit is required.

- To rappel, run directly at the ledge. The rappel gadget automatically attaches itself to the ledge and allows you to descend.

TO SCALE A WALL:

1. Select the rappel gadget in your inventory. The rappel gadget is equipped.
2. Ready the rappel gadget by pressing A. The gadget is readied.
3. Pull and hold L to lock onto the ledge you want to attach to. The target is locked.
4. Pull R to fire the rappel. The rappel line attaches to the ledge.
5. Run directly towards the wall. You automatically begin to scale the wall.

- To move left or right while rappelling, move L ←→.
- To turn around while rappelling, press L.
- You can target and fire your weapon as normal while rappelling.

Q SPIDER

The Q Spider is not only an excellent remote reconnaissance gadget; it also handily doubles as a deadly weapon.

TO USE THE Q SPIDER:

1. Select the Q Spider in your inventory. The Q Spider is equipped.
2. Press the A Button to activate the Q Spider. The gadget is activated
3. Move L to control the Q Spider. You can now penetrate hostile territory remotely.

- When available, to detonate the Q Spider, pull R.

TIP: Be mindful of how you control the Q Spider. It is only silent when moving slowly.

NANO SUIT
Remaining undetected during covert operations is essential. Use this Nano Suit to become invisible. But be careful, if you move too quickly, the effect is broken.

SLEEPER DART
One shot from this standard-issue MI6 sleeper dart gun puts an enemy to sleep for hours. Pleasant dreams.

COIN GRENADES
These seemingly normal-looking coins carry a dangerous payload. Choose between three types.

EXPLOSIVE	Damages enemies caught in the explosion.
STROBE	Creates a blinding flash that stuns enemies for a time.
EMP	Disables electronic equipment in the blast area.

THERMOVISION
These contact lenses allow you to see the heat signatures of enemies, even in the dark.

NETWORK TAP
Fire these special darts when you need to access certain kinds of technological equipment.

RC CAR (DRIVING MISSIONS ONLY)
The RC Car is perfect for getting into places where going through the front door is not an option.

➞ To deploy the RC Car, press Y when prompted. The RC Car is deployed.

◉ Operate the RC Car using the standard driving controls.

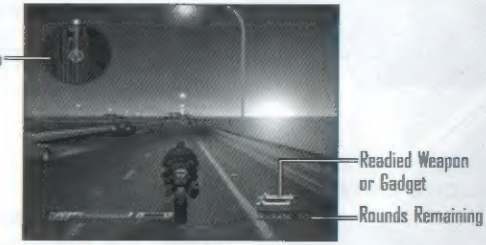
➞ To fire the RC Car's laser, press A.

➞ To detonate the RC Car, press X.

TIP: Keep your eye on the battery meter. The vehicle self-destructs when it runs out of power.

BOND BEHIND THE WHEEL
These vehicles won't drive themselves, 007. Use your impeccable skills behind the wheel and quick thinking to stay on top of the action.

DRIVING AS BOND
It will take more than simply a gas and brake pedal to survive. Your gadgets and weapons are essential to a successful mission.



➞ To accelerate, pull and hold R.

➞ To steer left or right, move L↔.

➞ To brake and reverse, pull and hold L.

➞ To fire the currently selected weapon, press A.

➞ To switch weapons, move ●↔ or press ●.

➞ For a complete list of driving controls, ➞ p. 5.

ADVANCED MANEUVERS
Select vehicles have the ability to perform specialized maneuvers.

STRAFING (HELICOPTER ONLY)
Strafing allows you to avoid incoming missiles while still engaging your target.

➞ To strafe, press and hold B then move L↔

➞ To disengage from strafing, release B.

ACTION SLIDE (MOTORCYCLES ONLY)
The action slide enables the motorcycle to bypass low-hanging obstacles.

➞ To perform an action slide, press X when prompted.

VEHICLES

Thanks to Q, Bond's vehicles are always top-notch and ready for the extraordinary. Do try to bring it back in one piece, 007.

ASTON MARTIN V12 VANQUISH

The Vanquish, outfitted with a V12 engine, is a formidable piece of machinery. Thanks to Q, this already impressive vehicle has been fitted with a weapons cache that makes it the most sophisticated show on the road.

PORSCHE CAYENNE TURBO

This turbocharged SUV is state of the art. The Cayenne's Q-lab modifications give new meaning to the term 'fully-equipped.'

TRIUMPH DAYTONA 600

Triumph's Daytona 600 is one of the most complete all-round sports machines today. Built to ultra light and powerful specs, Q's modifications have made it the ultimate force to be reckoned with on two wheels.

PAUSE MENU

Even the world's greatest 00 agent sometimes needs to take a break.

→ To access the Pause menu, press ●.

OBJECTIVES	Review your mission and scoring objectives.
GAME	Restart your mission or quit from the Game menu.
OPTIONS	Adjust controller or game options.

→ To return to gameplay, press ● again.

GAME OPTIONS

Adjust vibration, HUD, subtitle, and volume options.

CONTROLLER	View the current controller configuration.
INVERT HORIZONTAL	Switch the Horizontal Axis of your controller by selecting ON or OFF.
INVERT VERTICAL	Switch the Vertical Axis of your controller by selecting ON or OFF.
HUD ALWAYS ON	Choose to permanently enable the HUD ON or OFF.
VIBRATION	Turn controller vibration ON or OFF.
SUBTITLES	Enable subtitles by selecting ON or OFF.
MUSIC VOLUME	Adjust the volume of the background music in the game.
EFFECTS VOLUME	Adjust the volume of the special effects in the game.
DIALOGUE VOLUME	Make the in-game speech louder or softer.
VERTICAL SPLIT VIEW (Multiplayer Only)	Split the screen vertically instead of horizontally.
RADAR DISPLAY MODE (Multiplayer Only)	Make the radar camera- or player-relative.

MULTIPLAYER

Battle with up to four friends in cooperative or arena-style multiplayer gameplay.

COOPERATIVE	Two MI6 agents must fight their way through a mission gone awry.
RACE	A cooperative-style mission where your team is judged on how quickly you complete your task.
SCRAMBLE	Pick what you want to be scored on and compete head-to-head with a friend. Just be careful not to find yourself in your partner's crosshairs.
ARENA	Up to four players battle it out in this free-for-all. Watch out for Jaws!

NOTE: Arena mode must be unlocked before it can be selected.

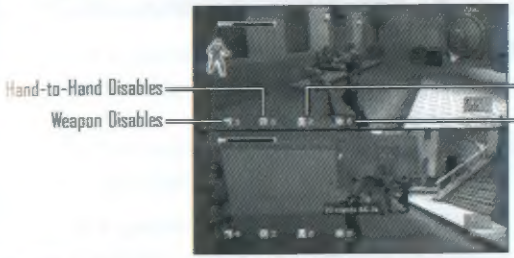
TO START A MULTIPLAYER GAME:

1. Select MULTIPLAYER in the Main menu and press Ⓐ. The Multiplayer menu appears.
2. Choose between **COOPERATIVE**, RACE, SCRAMBLE, or ARENA multiplayer modes and press Ⓐ.
3. In Arena mode, choose to play as two, three, or four players and press Ⓐ. The player profile menu appears.
4. Choose to create a new profile for each player (➢ below), or select a preexisting profile, then press Ⓐ. The Select Character screen appears.
5. Select a character for each player and press Ⓐ. The Select Option screen appears.
6. Select game mode options desired and press Ⓐ. The Select Map Screen appears.
7. Choose the map you wish to play and press Ⓐ. Gameplay begins.

TO CREATE A MULTIPLAYER PROFILE:

1. Select CREATE NEW PROFILE in the Player Profile menu and press Ⓐ. The Keyboard appears.
2. Press ◓ ↔ to select a letter and press Ⓐ to confirm.
3. When you are finished, select END and press Ⓐ.
4. Choose to save your profile to the Hard Disk or CONTINUE WITHOUT SAVING. Your profile is created.

MULTIPLAYER GAMEPLAY SCREEN



WEAPON DISABLES	Indicates how many enemies you have disabled with a weapon.
HAND TO HAND DISABLES	Shows the number of enemies you have disabled with hand-to-hand combat.
PLAYER DEATHS	Lists how many times you have died in the current mission.
TEAM LIVES	Displays the number of lives you and your partner have remaining.

- If all members of your team use up all of your lives, you fail your mission and must start over from the beginning.

MULTIPLAYER MOVES

Cooperative action on a mission can mean the difference between success... and death.

TEAM TARGETING

Dispatching tough foes sometimes requires a group effort.

TO ENGAGE IN TEAM TARGETING:

1. Both players should target the same enemy. The team targeting indicator appears.
2. Both players pull R to fire. The enemy is fired upon by both teammates.

TIP: Focus your fire at the same enemy to dispatch them faster.

AMMO SHARING

Winning teams know how to share resources.

TO REQUEST AMMO FROM YOUR PARTNER:

1. Approach your teammate and face him.

NOTE: Be sure the gun you want ammo for is equipped.

2. Press A. The request ammo indicator appears on the other player's screen.

→ To offer ammo to your partner, press A when the request ammo indicator appears on your screen. One clip of ammo is given to the other player.

TIP: Keep an eye on your ammo reserves.

SAVING AND LOADING

Save and load your mission at will.

TO SAVE A GAME:

1. Successfully complete a mission. A prompt appears asking if you wish to save the game.
2. Select YES and press A. The Select Save Location screen appears.
3. Choose a game save location and press A. The game is saved.

TO LOAD A GAME:

1. Select SINGLE PLAYER in the Main menu and press A. The Single Player menu appears.
2. Select LOAD GAME in the Single Player menu and press A. The Load Game menu appears.
3. Select the save game data you wish to load in the Load Game menu and press A. The save game data is loaded.

NOTE: Multiplayer progress is saved to a user profile which is separate from the Single Player story saved game. User profiles created for multiplayer games can be saved using the same process described above.